

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A gaming machine comprising:
 - a plurality of stations, each of the stations, at which a player plays a game, comprising:
 - an identifier, unique to each of the stations; and
 - a receiver, which receives personal information from the player;
 - a first storage, which stores personal information of players and, if the player is playing the game, which associates the identifier of the station at which the player is playing the game with the personal information, with respect to each of the stations;
 - a second storage, which stores a first play record of the player and which associates the first play record with the personal information, with respect to each of the stations;
 - a judge, which judges whether there exists a second play record which satisfies a first prize requirement among the first play records stored in the second storage;
 - a first specifier, which specifies a player who satisfies the first prize requirement based on the personal information associated with the second play record, if the second play record exists;
 - a second specifier, which specifies a station at which the player specified by the first specifier is playing the game based on the identifier associated with the personal information specified by the first specifier; and

a condition arranger, which changes a condition of the game performed at the station specified by the second specifier so as to be more advantageous to the player specified by the first specifier, and which maintains the changed condition until a cancel condition is satisfied, wherein the first prize requirement is arranged in each of a plurality of classes.

2. (canceled).

3. (currently amended): The gaming machine as set forth in claim [[2]], wherein the first prize requirement in a higher class is more difficult to be satisfied than the first prize requirement in a lower class.

4. (original): The gaming machine as set forth in claim 1, wherein: a first amount of a gaming value is inputted by each player to execute the game, and a second amount of the gaming value is outputted to each player as a result of the game; and a ratio of the total of the second amount to a total of the first amount converges on 100% or less.

5. (original): The gaming machine as set forth in claim 4, further comprising: an accumulator, which accumulates a third amount of the gaming value which is a predetermined ratio of the first amount; and a bonus presenter, which outputs all the gaming value accumulated in the accumulator is outputted to a station associated with a player who satisfies a second prize requirement.

6. (original): The gaming machine as set forth in claim 4, wherein:

the game is a racing game in which a plurality of racing members perform a racing;

the player bets the first amount of the gaming value with respect to at least one of the racing members;

the player obtains the second amount of the gaming value in accordance with the result of the game and odds; and

the condition of the game includes at least the odds.

7. (currently amended): A gaming system, comprising a master machine and a plurality of gaming machines, connected with each other via a network, wherein each of the gaming machines comprises:

a plurality of stations, each of the stations, at which a player plays a game, comprises:

an identifier, unique to each of the stations; and

a receiver, which receives personal information from the player;

a first storage, which stores personal information of players, and if the player is playing the game, which associates the identifier of the station at which the player is playing the game with the personal information, with respect to each of the stations;

a second storage, which stores a first play record of the player and which associates the first play record with the personal information, with respect to each of the stations;

a judge, which judges whether there exists a second play record which satisfies a first prize requirement among the first play records stored in the second storage;

a first specifier, which specifies a player who satisfies the first prize requirement based on the personal information associated with the second play record, if the second play record exists;

a second specifier, which specifies a station at which the player specified by the first specifier is playing the game based on the identifier associated with the personal information specified by the first specifier; and

a condition arranger, which changes a condition of the game performed at the station specified by the second specifier so as to be more advantageous to the player specified by the first specifier, and which maintains the changed condition until a cancel condition is satisfied,

wherein the master machine manages the personal information in the plurality of gaming machines, and

wherein the first prize requirement is arranged in each of a plurality of classes.

8. (original): The gaming system as set forth in claim 7, wherein one of the gaming machines serves as the master machine.

9. (original): The gaming system as set forth in claim 7, wherein:
a first amount of a gaming is inputted by each player to execute the game, and a second amount of the gaming value is outputted to each player as a result of the game; and
the master machine manages the second amount of the gaming value in each of the gaming machines, such that a ratio of a total of the second amount to a total of the first amount converges on 100% or less, for each of the gaming machines.

10. (previously presented): The gaming machine as set forth in claim 1, wherein the condition of the game comprises at least one of a percentage of credits paid out by the game if the first prize requirement is satisfied by the player specified by the first specifier and a maximum wager amount of the game available to the player specified by the first specifier.

11. (previously presented): The gaming machine as set forth in claim 1, wherein the first play record comprises at least one of a number of credits wagered by the player in a previous round of wagering on the game, a number of credits won by the player in the previous round of wagering on the game, a total number of credits wagered by the player, and a total number of credits won by the player.

12. (previously presented): A gaming machine comprising:
a plurality of stations, each of the stations, at which a player plays a game, the game including a plurality of levels, wherein a higher level among the plurality of levels of the game is more difficult for the player to attain than a lower level among the plurality of levels of the game, comprising:

an identifier, unique to each of the stations; and
a receiver, which receives personal information from the player, the personal information including a level associated with the player;
a first storage unit, which stores personal information of the player and, if the player is playing the game, which associates the identifier of the station at which the player is playing the game with the personal information, with respect to each of the stations;

a second storage unit, which stores a play record of the player, the play record comprising information indicating at least one of a cumulative total number of credits won by the player on the game and a ratio of a cumulative total number of credits won by the player on the game to a cumulative total number of credits wagered by the player on the game, and which associates the play record with the personal information, with respect to each of the stations;

a judge, which judges whether the play record of the player satisfies one of a level promotion requirement and a level demotion requirement, and which, if the play record satisfies the level promotion requirement, increases the level associated with the player, and which, if the play record satisfies the level demotion requirement, decreases the level associated with the player;

a specifier, which specifies a station among the plurality of stations at which the player is playing the game based on the identifier associated with the personal information stored in the first storage unit; and

a condition arranger which, if the judge increases the level associated with the player, changes a condition of the game performed at the station specified by the specifier so as to be more advantageous to the player based on the level of the player, and which, if the judge decreases the level associated with the player, changes the condition of the game performed at the station specified by the specifier so as to be less advantageous to the player.

13. (previously presented): The gaming machine as set forth in claim 12, wherein the condition of the game comprises at least one of a percentage of credits paid out by the game to the player and a maximum wager amount of the game available to the player.

14. (previously presented): The gaming machine as set forth in claim 12, wherein whether the play record of the player satisfies the level promotion requirement is determined based on whether at least one of the cumulative total number of credits won by the player on the game exceeds a first predetermined threshold associated with a next level that is higher than the level of the player and a ratio of the cumulative total number of credits won by the player on the game to the cumulative total number of credits wagered by the player on the game exceeds a second predetermined threshold associated with the next level.

15. (previously presented): The gaming machine as set forth in claim 12, wherein whether the play record of the player satisfies the level demotion requirement is determined based on whether the ratio of the cumulative total number of credits won by the player on the game to the cumulative total number of credits wagered by the player on the game falls below a predetermined threshold associated with a previous level that is lower than the level of the player.

16. (previously presented): The gaming machine as set forth in claim 12, wherein the condition of the game changed by the condition arranger associated with a higher level among the plurality of levels of the game is more advantageous to the player than the condition of the game changed by the condition arranger associated with a lower level among the plurality of levels of the game.